

■ All-New Format! ■

CODE NAME: ICEMAN

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY



CODE NAME: ICEMAN

HINT BOOK



SIERRA

SIERRA ON-LINE, INC. • COARSE GOLD, CA 93614 • (707) 653-6980

TM designates trademark of Sierra On-Line, Inc. ® is a registered trademark of Sierra On-Line, Inc.
© 1990 Sierra On-Line, Inc. Printed in the U.S.A.

40001600

Welcome to the U.S. Navy in the year 2110 with "Codename: Iceman." I hope you find your career as a Naval Commander both exciting and challenging. As in the "Police Quest" series, we have attempted to put a sufficient amount of realism into this game to give you, the adventure game player, the feeling of being in the driver's seat in a true-to-life situation. This game is quite different from Sierra's other adventure games because it contains a nuclear submarine simulator. In "Codename: Iceman," even when you are not sitting in the pilot's seat the submarine U.S.S. Blackhawk will continue along whatever course has been set for it no matter where else you are and what you may be doing.

This hint book will allow you to complete "Codename: Iceman" successfully and it also contains a complete list of all points in the game. In the unlikely circumstance that you have a problem that isn't covered in this hint book feel free to contact Sierra's automated electronic hint system at 1-900-683-KLUE, or our Customer Support Department at 1-209-683-8989.

THE PURPOSE OF THIS BOOK

The whole point of playing "Codename: Iceman" is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or, perhaps this is your first experience with an adventure game and you're not sure how to get started.

HOW TO USE THIS HINT BOOK

When you get stumped, look through this book and find the question that is closest to your problem. Use the red Adventure Window that came with this hint book to see the FIRST hint. Hints progress from helpful hints to strong clues, and finally to actual solutions. It's best to read the hints individually as needed. Be sure to read only the hints you really need!

HOW NOT TO USE THIS HINT BOOK

Don't just scan through the whole book reading all the answers! Read only those hints absolutely necessary and as few of those as you actually need. Giving too much away before you've had a chance to really try to solve the problem yourself takes away a lot of the fun of playing an adventure game. Beware, because you may find one or more questions about things that have nothing to do with "Codename: Iceman" in this hint book. After all, red herrings are part of the fun.

IF YOU HAVE FINISHED "CODENAME: ICEMAN"

After you have finished the game, I invite you to check out the back of this book. It contains a complete walkthrough and list of all possible points. But be very cautious using this section! Don't even look at it until you have actually seen the very end of "Codename: Iceman."

Thanks for playing "Codename: Iceman!"

GENERAL QUESTIONS

All I do is wander about! Is this it?

What's the point of this game, anyway?

I'm tired of dying and starting over again from the beginning!

Johnny walks too slow!

How can I "look at" things?

ON VACATION IN TAHITI

How do I find out what's going on?

How do I find out which bar is mine?

Is the volleyball game of any significance?

Why can't I save the drowning girl?

I can't get anywhere with the girl in the bar.
Which girl?

What do I need to say to the band leader?

Explore your Tahitian paradise completely.

Look at anything that seems interesting.

Read the documentation that came with the game.

To rescue the American ambassador who has been kidnapped and get back home alive.

Everyone dies many deaths playing adventure games. But doesn't it feel great when you succeed?

You need to read your game documentation to find out how to SAVE and RESTORE your game while playing. Adventure games are designed to be saved periodically so you don't have to start over at the beginning every time you make a mistake.

The game animation speed is adjustable. Look at the menu in the game by using the key or clicking on the menu bar with mouse or joystick.

Scenes with lots of animation may appear to run at "normal" speed even though you are in a "fast" mode.

Typing "look" will give you a description of whatever you happen to be facing at the time.

Typing "look around" will give you a general description of your surroundings.

Type "look table" to see the table.

Read the game documentation included in your game package.

The world news might give you a hint.

Have you looked at the table next to your beach chair?

Read the magazine.

Do you have the key to your hut?

Go into the lobby and ask the girl for your key.

Look at the key!

Do you like volleyball?

Well, you can join the game if you like.

Play volleyball and find out.

You have to perform CPR.

The exact procedure is in your game manual.

Do each step in the exact order given.

The girl sitting at the bar is a lush. Forget her.

The blonde girl sitting alone is married. Forget her.

Have you checked out the brunette at the table in front?

Dance with her and then buy her a drink and sit with her.

Well, you could compliment the band.

Maybe he's a secret agent!

Forget the band. They have nothing to do with the game.

I'm dancing with Stacy and I can't stop!

Help! I can't find Stacy's lost earring.

Stacy's gone. What should I do with her lost earring?

Why can't I seem to get off the island?

Okay, I read the newspaper now what?

I don't know General Braxton's phone number.

How do I get to the airport to leave the island?

IN WASHINGTON

Why won't the man in the lobby at the Pentagon let me enter?

What am I supposed to do at the briefing?

How do I get to the Washington monument?

AT OAHU AIRPORT

How do I get to Pearl Harbor?

How do I get aboard the USS Blackhawk?

Don't you like dancing with Stacy?

She likes dancing with you.

Oh well... all good things come to an end sometime.

Just type: STOP.

Weren't you listening? She told you where she lost it.

Look in the sand outside her hut.

Look at the glimmer.

Examine it.

Open it.

Get the microfilm.

Buy a newspaper.

What, you don't have any money?

Have you been to your hut yet?

Get the change in the dresser drawer in your hut and then buy a newspaper from the machine outside the lobby.

Read the newspaper.

Go into the lobby.

Did you get the message from the desk clerk?

Get back to your hut and call General Braxton.

It's in your address book.

Your address book is in the pocket of your suit jacket.

Open the closet in your hut and get the black book from your suit pocket.

Call for some transportation.

Use the phone in your hut to call the dinghy service.

The phone number is on the sign in the hotel lobby.

Did you identify yourself?

Show your ID card.

If you don't have it with you, you'd better return to Tahiti and get it from the drawer in your hut.

Listen carefully.

Get the manila envelope on the table.

You could call a taxi.

On the other hand, it's not a long walk to get there.

Do you really have time to go there?

Forget it. You can't.

The driver will take you there.

You have to show him your orders.

You did remember to get them at the Pentagon briefing, didn't you?

Read about boarding protocol in your game documentation.

Walk up the gangplank.

Salute the flag.

Salute the officer.

Ask for permission to come aboard.

You sunk the Blackhawk.
Did you check the hatch indicator lights?
A hatch is open!
Close the hatch.

First make sure it's green!
Just type: "Green board confirmed."

Read your manual carefully.
Listen to all the captain's instructions and follow them quickly and closely.

Enter the combination on the keypad.
What? You don't have it?
Well you're a high ranking officer and you're entitled to know the combination.
When you open the briefcase just ask the captain to tell you the combination.

Put your ID card into the slot.
What? It doesn't work?
Maybe it's not your ID card after all.
Better examine it.
The guard outside the briefing room at the Pentagon accidentally gave you General Hood's ID by mistake!
Restore back to the Pentagon and get the correct ID card.

Something is malfunctioning.
Did you remember to cycle the equipment in the torpedo room?

You need to repair the torpedo conveyor before you will be able to launch your weapons.

Examine it.
Looks like you need a new cylinder, huh?
I guess you ought to go to the machine shop and make a new one.
Measure the sheared one first.
Measure the conveyor as well.
Get the caliper from the drawer in your cabin.

Get a new 6" cylinder from the supply cabinet.
Measure it with the caliper you got from your cabin.
You have to use the file to turn the cylinder down to a one inch diameter.
Use the drill bit drill a 1/4" hole in it.
Measure it again.

Did you measure the sheared one first?
Is the new cylinder the correct length?
Is the new cylinder the correct diameter?
Did you smooth the rough edges on the grinder?

Looks as though you need a hummer.
Seen one anywhere?
Now where would you keep a hummer?
It's in the tool drawer in the engine room.

The new cylinder fell out of the conveyor belt.
Did you secure the new cylinder with a cotter pin?
The cotter pins are in the cabinet in the machine shop.

Why do I keep getting killed by the Russian destroyer?

The Russian destroyer still kills me even though I'm on silent running!

I'm attacking the Russian destroyer. Why can't I sink him?

How do I decode the messages from Washington?

The computer keeps reciting nursery rhymes to me! What am I doing wrong?

How do I get the coded messages from Washington?

Okay, I deciphered the messages from Washington, but I can't decode the message from the CIA!

I've been playing boss dice for a long time. Do I have to play?

Well, it could be one of several reasons...

Run silent, run deep

Drive to 500 feet or more, and be sure your active sonar is off and your speed is slow.

Turn on your silent returns.

If you let him get right over you, he'll drop a depth charge and destroy the Blackhawk.

Don't let him get over you!

You'd better destroy him before he gets over you.

Watch for the top (white) line on your tactical display. When it appears, attack the destroyer with your harpoon missiles.

The closer you are to him the better chance you have of a kill.

Watch for the top (white) line on your tactical display and start attacking when it appears.

Watch the top line on your tactical display. When the destroyer appears, attack it with your harpoon missiles.

You need to hit him three times in order to sink him.

Did you remember to lock on target before you launched each of your harpoon missiles?

Well, you need a code book don't you?

Books are usually kept in bookcases...

It's in the bookcase in your cabin.

Well, you haven't deciphered the codes completely.

Use the Navy decoding book to determine the correct page number, line number and word number, and then use the brown-shaded decoding boxes in your game manual to find the primary and secondary words for the coded message and enter those two words into the computer.

Have you talked to your radio man?

He's the guy sitting next to the sonar man.

Just walk over to him and type: "get messages."

The CIA code is different from the normal Navy code.

You need to get into the secret compartment in the briefcase in the captain's quarters.

The decoding offsets are arranged according to the branches of the armed forces.

"N" means "Navy."

Add "3" to each of the normal code numbers.

Remember ALL coded numbers are in the range 0-9 so if you seem to be getting numbers higher than 9, you need to roll them over. For example: 14=4. The 'N' in the microfilm stands for Navy, use offset (N) 3 when you come up with the numbers. Say you have a series of digits from decoding... 84, 59 (no digit can exceed 9). Add the offset to each digit, $8+3=11$, $4+3=7$, $5+3=8$, $9+3=12$. Now look at the digits again: 117-6-12. Remember NO digit can exceed 9, well 11 and 12 DO exceed 9 so you must drop the 10's position from each. You then have: 17-6-2. Your page is 17, line is 6, and word is 2. Now find the word in your manual.

Are you enjoying yourself?

If not, then just stop playing boss dice.

There's nothing you need to win from the Old Sarge.

But if you do keep playing you can win three things, two of which are helpful. You can win the bottle.

You can win the electronic device.

You can win Flanagan's money (but you don't need it).

How do I get through the icebergs?

Unfortunately, I can't find the break in the ice.

The Russian sub keeps sinking me! What am I doing wrong?

I'm hiding, but the Russian sub still finds me. Help!

I used up all my weapons! What now?

I'm trying to rendezvous with the U.S.S. Coontz, but she keeps leaving the area.

How in the heck do I get directly under the Coontz?

I rammed the Coontz! What do I do now?

How do I create a diversion so I can get into the harbor?

How do I get out of the sub without drowning!

Okay, I know what to do at the oil rig but where do I find the necessary materials?

I got out the escape hatch, but I keep running out of air before I get to the oil rig. What am I doing wrong?

You have to steer the ship!

A heading of 0 degrees will get you started in the right direction.

Activate the closed-circuit video monitor and navigate through the ice field.

Drive as deep as possible without hitting bottom (199).

Did you try to contact the Ice Station?

Type: "Contact Ice Station."

Do you remember something about inversion layers in your training manual?

Inversion layers reflect sonar.

Watch your water temperature gauge to find the inversion layer.

Begin a fast power dive to below 1100' (under the inversion layer). Continue driving while reducing speed to "stop." Turn on silent running. Turn active sonar off and let the Blackhawk sink silently to the bottom of Reykjanes Ridge at about 2300 feet.

If you fire a weapon it will give your position away.

Don't fire on the enemy sub when it is approaching your position. Don't fire when enemy torpedoes are close. Fire only when the enemy is moving away from your position.

You'd better make yourself invisible quick!

Sit tight on the bottom of Reykjanes Ridge and remain silent until the enemy has left the area.

The captain of the Coontz received the same coded instructions that you did.

Did you identify yourself to the Coontz?

Wait till you receive the message about erratic sonar and then signal the Coontz with one ping only?

Well you need to know the Coontz's position.

Did you turn on your monitor display?

You have to steer so that the Blackhawk intersects with the crosshairs representing the Coontz.

Stay just slightly behind the Coontz. Adjust your speed from time to time to make that be the case. Now think of a dial with YOU at the center and a line pointing to the Coontz. 0 is the top, 90 is right, 180 is down, 270 is left. Adjust your heading to the number corresponding to the Coontz's position on your "dial" and keep it adjusted.

You DID save your game didn't you?

You'd better restore.

Dive a little deeper this time.

Did you look through your periscope?

Hmm... there's an offshore oil rig. Give you any ideas?

Well, you could try blowing up the oil rig.

You're going to need some SCUBA gear aren't you?

It's stored in a compartment in the storage room.

You can get the key from machinist's mate Willy Johnson.

Now where would a machinist's mate be? In the machine shop of course!

Did you notice a storage cabinet in the torpedo room?

Get the explosives from the cabinet.

Hmm... those flares might come in handy too.

Maybe you need to swim faster.

The propeller fell off the diver! What do I do now?

How can I repair the diving vehicle?

I repaired the diving vehicle but it failed anyway!

The diving vehicle has an inertial guidance system, but I can't figure out how to use it.

IN OPEN WATER

I can't find the oil rig and my air is running out! Help!

I'm getting blown up in the water!

I'm lost swimming around in open water and I keep running out of air!

I found the room with the force field to the harbor and I have the electronic device. What do I do now?

I found the room with the force field but I don't have the electronic device. What do I do now?

I need a bottle, but I didn't play Boss dice. Can I still get a bottle?

I'm lost in the underwater cave! How can I get out?

You can't swim that fast without help.

You need a diving vehicle.

Restore. It's back on the Blackhawk.

Look in the compartment in the engine room.

Better restore back to the Blackhawk and inspect the diver before you use it.

Did you figure out why it was vibrating?

Look at the shaft.

Better measure it too.

Did you look at the shaft and measure it with the caliper?

It lost a nut and washer didn't it?

Get a 1/2" nut and washer from the machine room cabinet.

Did you use a wrench to tighten the nut?

The wrenches are in the tool drawer in the engine room.

You need to know the distance and the heading to the oil rig and to the harbor.

Smart men are good at determining distances.

Get the distance to the oil rig and the distance to the harbor from your sonic map.

Get the heading to the oil rig and the harbor from the scope.

Get the diving vehicle and standing in the main engine room type: "enter coordinates" and then enter the distance and the heading to the oil rig and to the harbor.

Hey Johnny, use the diving vehicle's guidance system!

The heading is your ACTUAL heading to the destination.

Visualize yourself from above. 90 degrees is to your right. 180 degrees is to the bottom of the scope. 270 degrees is to the left.

The heading will change depending on your current position. Follow the indicated heading until the distance is zero.

After you set the explosives, swim away fast.

Head right from the oil rig and towards your second destination: the harbor.

You need to KNOW where you're headed.

You don't have enough air to reach your destination if you don't have a diving vehicle to assist you.

The diving vehicle is in the compartment in the engine room.

Did you program the internal guidance system on the diving vehicle?

1. SE the device!

Now swim north (up) into the next scene.

Swim left two scenes till you find the entrance to the underwater cave.

Yes. There's a bottle on the ocean floor.

It's somewhere near the entrance to the underwater cave.

Look by the arch shaped rock formation on the right.

Well, it's a maze. You could make a map.

Did you remember to bring those underwater flares from the Blackhawk?

The water currents in the cave flow toward the exit.

Light a flare and watch which way the debris flows and follow it.

Keep lighting flares and following the debris till you find the exit.

I found the fisherman's net! What do I do now?

Help! I keep getting arrested by the guards. What am I doing wrong?

I surface in the harbor, but I keep getting killed. What am I doing wrong?

IN TUNISIA

I signalled the fisherman but when I surface I can't communicate with him.

Help! I keep getting arrested by the guards after I visit the oasis.

What do I do with the bomb that the fisherman gives me?

Help! I keep getting arrested by the guards after I visit the oasis.

What do I do with the fish?

Help! I keep getting arrested by the guards after I visit the oasis.

How do I use the line, hook and sinker to go fishing?

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

Help! I keep getting arrested by the guards after I visit the oasis.

In the final room of the underwater caves the exit is a small hole between the rocks over on the right. Don't try to swim through it too fast. It's a small hole.

You have to signal him.

You DO have a bottle don't you?

Put the bottle in the net and wait there until he retrieves the bottle and lowers the empty net back down.

Did you signal the fisherman by putting the bottle in his net and then hang around until the fisherman retrieved his net and lowered it back down empty?

You need to hide that diving vehicle!

Swim two scenes to the right and find the old pier.

Hide the diver beneath the pilings of the old pier.

You need to identify yourself to him

Did you try showing him your ID card?

Well that doesn't work, does it?

Okay.. know any good code names?

Walk up to him and say: ICEMAN

You could blow up the compound with it.

Maybe you ought to hold on to it for later

You might need it to create a diversion.

What bomb?

Did you LOOK at it?

Maybe you ought to remove the hook from the fish's mouth.

Did you examine the weight?

Open the capsule and get the map.

Maybe you need a pole.

Did you play King's Quest IV?

There's a fishing pole in that game.

There's no fishing pole in Underwater ICEMAN

You can't.

Maybe it's that wet suit you're wearing.

You need a disguise.

Did you get the map from the fisherman?

Go north from the beach and enter the abandoned dwelling on the left.

Open the safe and get the clothing inside it.

Maybe she's a Tunisian woman getting water.

Then again, maybe she's not.

Did you try identifying yourself to her?

Walk up to her and say: ICEMAN.

Get the soap from her.

Perhaps you're carrying something incriminating.

Better drop that map Stacy gave you right after you read it!

Did you explode and look at everything?

Did you look out the window?

She has three things you need.

Empty the sugar canister and get the tranquilizer gun.

Get the roll of tape from the top of the toolbox.

Did you open the seabox and look inside?

What's the significance of the catering service?

Okay the caterer arrived at the apartment. What should I do now?

Stacy arrived at the apartment and told me that they've moved the ambassador. What should I do now?

Help! I get arrested when they search me at the entrance to the compound.

I got into the compound, but the guard shoots me anyway!

How do I get the ambassador out of the compound?

How do I get up the hill to the helicopter?

THINGS TO TRY AFTER YOU'VE FINISHED THE GAME

• Try to get the ambassador to the helicopter without getting arrested.

• Try to get the ambassador to the helicopter without getting shot.

• Try to get the ambassador to the helicopter without getting arrested or shot.

Stacy left you a note hidden in the butter dish.

Did you read the note, and that's ingest to the wall next to the telephone?
They deliver food to the compound every day.

Maybe you could masquerade as the carrier and get into the compound.
Call the compound.

Call the catering service and order food.

Are you hungry?

Well, if you looked like the carrier you might be able to break into the compound.

You need to make him cooperate with you.

Use the gun to make him remove his clothes.

Use the tape to tie him up so he won't cause trouble.

You've wanted to hang out but they've moved the ambassador.
It's too late, you'll have to restore an earlier saved game.

Looks like you need to take that tranquilizer gun, but...

You trust me for gun in the past.

You're going space fast!

You need to take out both guards in quick succession.

Shoot one guard and then IMMEDIATELY shoot the other one.

Will you? It looks need to be disguised.

You're already disguised, so it looks like it's the one that needs a disguise.

Tell the ambassador to change clothes.

Then type LEAVE.

You have to drive faster than the guards who are chasing you.

Slow down to 20 miles per hour when you take a turn.

Anticipate the turns by turning your wheel early.

1. Did you try asking one of the girls on the beach in Tahiti for a date?
2. Did you try flushing the toilet in your quarters when the light is on?
3. Did you try winning the electronic device and then NOT using it?
4. Did you assassinate the guard at the compound after you shot him with the tranquilizer dart?

CODENAME ICEMAN WALKTHROUGH AND POINT LIST

* = Inventory item

() = POINTS

OPENING BEACH SCENE

VOLLEYBALL GAME AND CPR SEQUENCE

FRONT OF HOTEL

HOTEL LOBBY

COCKTAIL LOUNGE

OUTSIDE GIRL'S HUT

INSIDE GIRL'S HUT

INSIDE GIRL'S HUT NEXT DAY

01. Type "look table." (01)

02. Type "get magazine." (01)

03. Type "stand up." (01)

04. Walk left into the next screen.

05. Type "play ball." (08)

06. Playing volleyball.

07. After messages of help, walk Johnny into water past bottom of screen.

08. After Johnny lays the girl down, type "shake and shout." (01)

09. Type "Call for help." (01)

10. Type "Establish airway." (01)

11. Type "I ask, listen, feel." (01)

12. Type "Give two breaths." (01)

13. Type "I ask, listen, feel." (01)

14. Type "Check pulse." (01)

15. Type "Begin compression." (01)

16. Walk right into the next screen.

17. Type "get shirt." (01)

18. Walk up screen until you are standing in front of hotel.

(Note: if the girl does you lose 100 points.)

19. Type "open door."

20. Type "talk to clerk." (01)

21. Type "get key." (02)*

22. Walk and stand in front of sign on north wall.

23. Type "read sign" (take down phone number). (01)

24. Walk through the door on east wall.

25. Stand next to blonde seated alone (lower right).

26. Type "ask girl to dance."

27. Stand next to blonde again.

28. Type "buy girl a drink."

29. Stand next to empty chair across from blonde.

30. Type "sit."

31. Blonde will invite you to her hut. (07)

32. Type "yes."

33. Type "kiss girl." (01)

34. Girl will invite you in, type "yes."

35. Girl will invite you to sit down.

36. Type "sit."

37. Type "Talk girl."

38. Type "kiss girl."

39. Type "kiss girl."

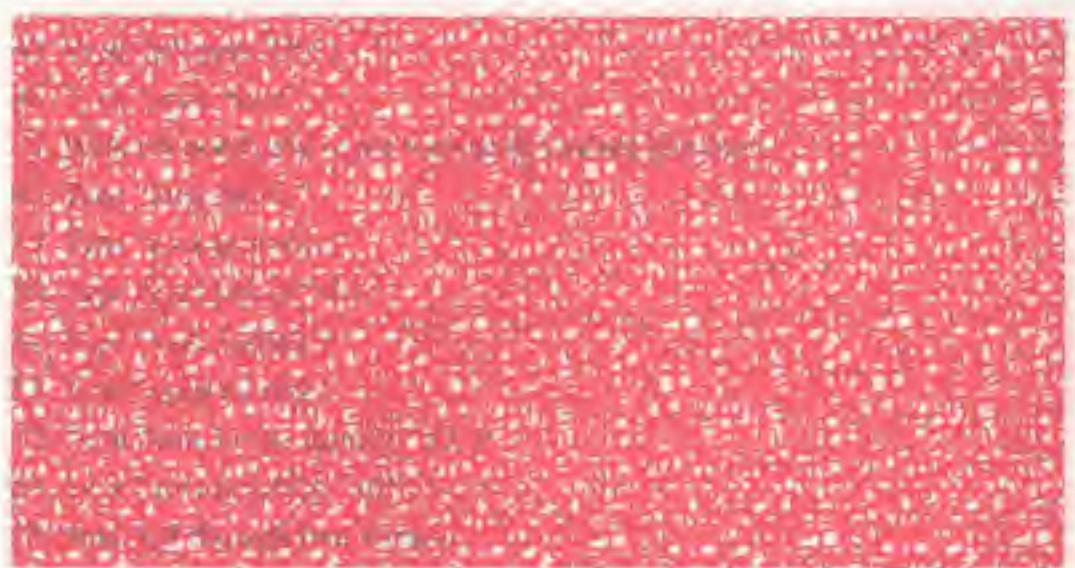
40. Type "kiss girl."

41. Type "kiss girl."

42. Type "kiss girl." (06)

43. Type "stand."

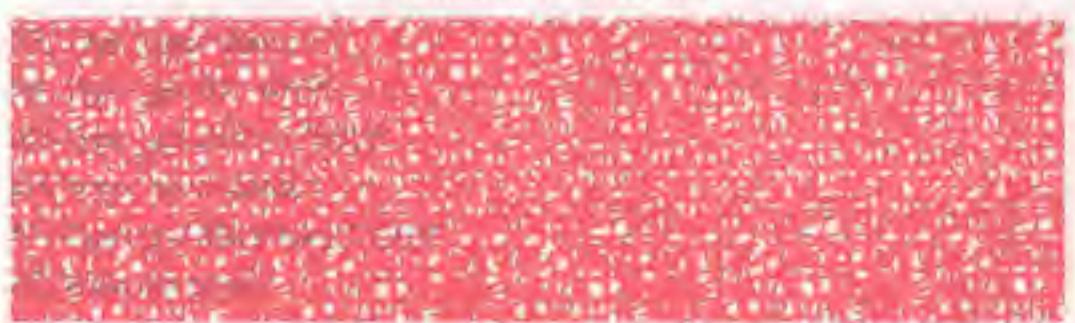
44. Face table on north wall and type "look table."



OUTSIDE EGO'S HUT



INSIDE EGO'S HUT



OUTSIDE EGO'S HUT



FRONT OF HOTEL



HOTEL LOBBY



INSIDE EGO'S HUT



WASHINGTON AIRPORT



INSIDE PENTAGON LOBBY



HALLWAY OUTSIDE OF BRIEFING ROOM



HIGH LEVEL BRIEFING ROOM

45. Type "get note." (01)
46. Type "open door."
47. Walk off porch and to the west until you see glimmer.
48. Type "look down."
49. Type "look glimmer."
50. Type "get earring." (01)
51. Type "look earring."
52. Type "open earring."
53. Type "look inside earring." (01)*
54. Type "get microfilm." (05)
55. Walk left through five screens.

56. Type "open door."

57. Type "open drawer."
58. Type "get ID." (01)*
59. Type "get change." (01)*
60. Type "open closet."
61. Type "get black book." (01)*
62. Walk out of box.

63. Walk to the gateway of the hall.

64. Stand in front of newspaper stand.
65. Type "buy paper." (02)
66. Type "open door."

67. Wait for click a message.
68. Type "get message." (01)
69. Walk out of lobby and back to Johnny's bar.

70. Type "read book"; write down Braxton's phone number.
71. Type "use phone."
72. Type "1-302-555-2729."
73. Type "talk man." (02)
74. Type "use phone."
75. Type "555-8000."
76. Type "talk man." (02)
77. Exit bar and walk back to beginning beach scene.
78. Walk Johnny onto the Rosinky Dinghy (program control to airport).

79. Walk Johnny through the sliding glass door.
80. Limousine will arrive and driver will approach Johnny.
81. Type "show ID." (01)

82. Walk up to desk.
83. Type "show ID." (01)
84. Type "push up chair."

85. Guard will walk to Johnny and request ID.
86. Type "show ID." (01)

87. Egg is sealed under program control.

HALLWAY OUTSIDE OF BRIEFING ROOM

OAHU AIRPORT

IN FRONT OF USS BLACKHAWK

EXECUTIVE OFFICER QUARTERS (JOHN WESTLAND)

CONTROL PANEL (05)

CONTROL ROOM

CAPTAIN'S QUARTERS (01)

CONTROL ROOM

CHARTS TABLE

CONTROL PANEL (01)

CONTROL ROOM

88. After briefing type "stand."

89. Type "get envelope." (02)*

90. Walk out of briefing room.

91. Walk to guard and type "get ID."

92. Type "look ID."

93. Type "get ID." (01)

94. Walk out of Pentagon.

95. Driver will walk to Johnny, type "talk man."

96. Driver will ask, are you Commander Wessland, type "yes."

97. Type "show orders."

98. Walk up gangway and type "salute flag."

99. Type "salute officer."

100. Type "request permission to come aboard." (03)

101. Type "open drawer."

102. Type "get caliper." (02)

103. Type "open bookshelf."

104. Type "get decoding book." (03)*

105. Walk left out of Officers Quarters.

(Note: if you flush toilet when light is on you lose 3 points.)

106. Sail submarine according to Captain's instruction. (05)

107. Captain will invite Johnny to his quarters, type "stand."

108. Program control to Captain's quarters

109. Captain will ask John for 1/2 of the combination. Type "134." (01)

110. Type "look briefcase."

111. Type "get envelope."

112. Type "look chart."

113. Type "look orders."

114. When Captain returns briefcase to safe, type "get combination." (05)

115. The Captain will direct John to obtain coordinates to the Mediterranean.

116. Walk out of Captain's quarters.

117. Walk to computerized charts table type "look table."

118. Remove map from game box and calculate coordinates

119. Type "plot course." Using directional keys, select a coordinate and press the Enter key.

120. On the last coordinate press the Enter key twice then type "exit" Score depends on how close your course is to the optimum course. (2-10)

121. Sail submarine according to Captain's instruction.

122. Radio man will advise you he has received coded messages.

123. Type "stand." (01)

124. Type "get messages." (01)

125. Type "look code book." Use this display in conjunction with the enclosed game book documentation to obtain the primary and secondary words.

126. Walk to Captain's quarters

CAPTAIN'S QUARTERS

JOHN'S QUARTERS

TORPEDO ROOM

MACHINIST COMPARTMENT

ENGINE ROOM

TORPEDO ROOM

GALLEY

127. Type "open safe."
128. Enter the numbers 3448603 (01)
129. Type "open case."
130. Enter the numbers 762134 (01)
131. Type "use ID card" (01)
132. Type "insert microfilm" and view the display.
133. Following the letter "N" (for Navy), is the numerical 7, using the "Navy decoding book," and 1 for the C.I.A. coded messages in order to find the C.I.A. primary and secondary words.
134. Using the Navy decoding book, find the primary and secondary words for the Washington coded message.
135. Type "close briefcase."
136. Walk out of Captain's quarters and into Radar Quarters.

137. Type "turn on computer."
138. Type or "primary" decoded word from Washington
139. Press the Enter key.
140. Type in "secondary" decoded word from Washington
141. Press the Enter key (01)
142. When the empty box appears, type "0" (01)
143. Enter "primary" C.I.A. decoded word
144. Enter "secondary" C.I.A. decoded word (01)
145. When the empty box appears, type "0" or press the ESC key
146. Walk to torpedo room.

147. Type "cycle equipment"
148. Type "inspect equipment" (01)
149. Type "measure (move or left)"
150. Type "measure cylinder" (05)
151. Walk out of torpedo room and into machinist compartment.
152. Walk to cabinet and type "open cabinet"
153. Type "get cylinder."
154. Select "six inches" (01)
155. Type "get cotter pin" (01)*
156. Type "measure cotter pin" (01)
157. Walk to the lathe and type "use lathe."
158. Type "set lathe."
159. Select 1" setting (02)
160. Type "turn on lathe." (01)
161. Walk to drill press and type "use drill press."
162. Type "select bit size."
163. Select 1/4" setting (02)
164. Type "turn on drill." (01)
165. Type "use grinder." (01)
166. Walk to left edge of screen and into the Engine room.

167. Type "open drawer."
168. Type "get hammer." (01)*
169. Return to the torpedo room.

170. Type "fix conveyor." (01)
171. Type "install cotter pin" (01)
172. Type "cycle equipment"
173. Walk back to galley.
174. Walk to table with bottle.

BOSS DICE

GALLEY

CONTROL PANEL

BRIDGE

CONTROL ROOM

CONTROL PANEL (SINKING RUSSIAN SHIPS)

CONTROL ROOM

JOHN'S QUARTERS (01)

CONTROL PANEL (Navigating icebergs)

175. Type "get boule"

176. After being challenged to a game of "Boss Dice" type "yes."

177. Win the bottle of rum. (01)*

178. Win opponent's money.

179. Win electronic device. (10)*

180. Walk from galley to control room.

181. Sail submarine according to Captain's instructions.

182. After reaching second coordinates Captain invites you to the bridge with him.

183. Type "stand."

184. After message from Captain, type "talk."

185. After a sequence of messages, Johnny will climb down the ladder under program control.

186. Walk to control panel.

187. Begin dive sequence to below 500 ft.

188. Turn active sonar off.

189. Reduce speed to "slow."

190. Turn on "silent running."

191. Wait until enemy fires weapon.

192. Firing the Blackhawk's weapons.

A. The closer the enemy is, the better your chance of hitting him.

B. Make sure you "lock on" target before launching.

C. Do not fire your weapons when enemy torpedoes are close. Doing so will momentarily give your position away.

D. You must destroy the enemy before he manuevers directly over your sub.

E. You must hit the enemy three times to sink him.

F. Decoys are used when enemy torpedoes are close and the player needs to launch weapons. Decoys are launched before weapons are fired.

193. After receiving message about incoming coded messages, type "stand." (05)

194. Walk to radio man and type "get message." (01)

195. Walk into John's quarters.

196. Type "turn on computer."

197. Decode messages from Washington. (03)

198. Decode CIA messages. (03)

199. Walk back to control panel.

200. Activate closed-circuit TV monitor.

201. Safely navigate submarine through icebergs. (Points depend on how well you do it.) (2-10)

202. Receive message about a break in the ice.

203. Type "contact Ice Station" (coded radio messages).

29

CONTROL ROOM



CONTROL PANEL



RENDEZVOUS WITH USS COONTZ



30

CONTROL ROOM



SCOPES



CONTROL ROOM



MACHINIST COMPARTMENT



STORAGE COMPARTMENT



204. Type "stand" after the message about incoming coded messages. (Note: If you collide with an iceberg you lose 10 points.)

205. Walk to radio man.

206. Type "get messages." (01)

207. Decode message from Washington. (03)

208. Decode message from CIA. (03)

209. Walk to control panel and type "sit."

210. Begin fast dive to below 1100' (inversion layer).

211. Continue diving while reducing speed to "slow" or "stop."

212. Turn active sonar off.

213. Turn on silent running.

214. Keep diving sub until reaching 2300' (bottom).

215. Enemy sub strategy.

A. Do not fire on enemy sub when it is approaching Blackhawk's position.

B. Do not fire when enemy torpedoes are close.

C. Fire only when enemy is moving away from your position.

D. If the Blackhawk runs out of weapons, sit and remain silent until enemy has left the area. (01)

216. Hit enemy sub once. (01)

217. Hit enemy sub twice. (04)

218. Completing the enemy sub scenario. (05)

219. After receiving message of "active sonar." Signal Comms with one active sonar "ping." (05)

220. Move/Get through the Straits of Gibraltar under the Comms by keeping the small on-screen arrow of the submarine under the crosshairs which represent the Comms. (Score depends on accuracy here.) (11-51)

221. See possible outcome of following the Comms. (Score depends on accuracy here.) (0-11)

222. The Captain arrives and will request you come to periscope depth and speed.

223. After coming to periscope depth, the Captain will ask you to look through the periscope. Type "stand."

224. Walk to periscope and type "look up."

225. Write down heading to offshore drilling rig.

226. Write down bearing to harbor.

227. Press the "down arrow" key located on the scope controls.

228. Turn Sonar man "off" distance to rig. (01)

229. Turn Sonar man "get distance to harbor." (01)

230. Leave control room and walk to machine 1 compartment.

231. Walk to machine 1 and "Willy Johnson" type "get key." (01)

232. Walk out of machine 1 compartment into storage compartment.

233. Walk to locked compartment and type "open compartment." (01)

TORPEDO ROOM

ENGINE ROOM

MACHINIST COMPARTMENT

ENGINE ROOM

ESCAPE HATCH

OPEN SEA

OIL RIG

234. Walk out of storage compartment into torpedo room.

235. Walk to storage cabinet and type "open cabinet."

236. Type "get explosives." (01)*

237. Type "get flares." (01)*

238. Type "get flares." (01)*

239. Walk out of torpedo room and into engine room.

240. Walk to left bulkhead.

241. Type "look compartment."

242. Type "push button."

243. Type "look in compartment."

244. Type "get diver." (01)*

245. Type "look diver."

246. Type "check diver."

247. Type "check vibration."

248. Type "check shaft."

249. Type "look shaft."

250. Type "measure shaft." (05)

251. Walk out of engine room into machinist compartment.

252. Type "open cabinet."

253. Type "get nut."

254. Select "1/2 inch." (01)

255. Type "get washer."

256. Select "1/2 inch." (01)

257. Walk into engine room.

258. Walk to tool compartment and type "open drawer."

259. Type "look wrenches."

260. Type "get wrench."

261. Select "1/2 inch." (03)

262. Walk to compartment and type "push button."

263. Type "get diver vehicle."

264. Type "install washer." (01)

265. Type "install nut."

266. Type "tighten nut." (03)

267. Type "enter coordinates."

268. Enter distance and heading to oil rig and harbor.

269. Walk to ladder leading to escape hatch.

270. Type "climb ladder."

271. Type "open hatch."

272. Type "wear scuba gear."

273. Follow heading until oil rig is located.

274. Type "set explosive." (01)

275. Swim right away from rig as soon as explosive is set.

OPEN SEA

ENTRANCE TO HARBOR (room with force field)

(If you won electronic device and bottle playing Boss dice)

ENTRANCE TO HARBOR (room with force field)

(If you do not have electronic device)

CAVE ENTRANCE

CAVE MAZE

FISHERMAN NET

PILINGS

FISHERMAN NET

CONTACTING FISHERMAN

ABANDONED DWELLING WITH DISGUISE

276 Follow/reading until entrance to harbor is located. (5 points maximum.)

277 Type "use device."

278 Swim up the screen into the next screen. (01)

(Note: Gain 5 points for finding harbor directly. Lose 3 points for leaving harbor after arriving.)

279 Swim (ch two screens) to the cave entrance - if you did not play Boss dice and win the battle.)

280 Get the bottle by the rock formation on the right. (01)*

281 Find and enter cave.

282 Type "light flare" and watch which direction the current takes the debris. (8 points maximum.)

283 Swim in the same direction as the debris.

284 Repeat steps 284 and 285 until through the cave mouth.

285 Get through the cave mouth successfully. (11)

286 After successfully exiting the cave, Johnny will be under program control into the next screen.

(Note: Re-enter the harbor entrance and you lose 11 points.)

287 Hang around in this room until fisherman lowers net.

288 Type "put bottle in net." (Fisherman will raise net.) (01)

289 Stay in this scene until fisherman lowers empty net again.

290 Swim two screens to the right (pilings from old pier).

291 Type "hide diver vehicle" (03)

292 Swim back to screen with fisherman net

293 Swim to the surface. (02)

294 Walk up to fisherman and type "iceman" (01)

295 Fisherman will hand you a fish. (01)*

296 Type "look fish"

297 Type "look line"

298 Type "look hook"

299 Type "remove hook" (01)

300 Type "look weight." (01)*

301 Type "open capsule" (02)

302 Type "look map"*

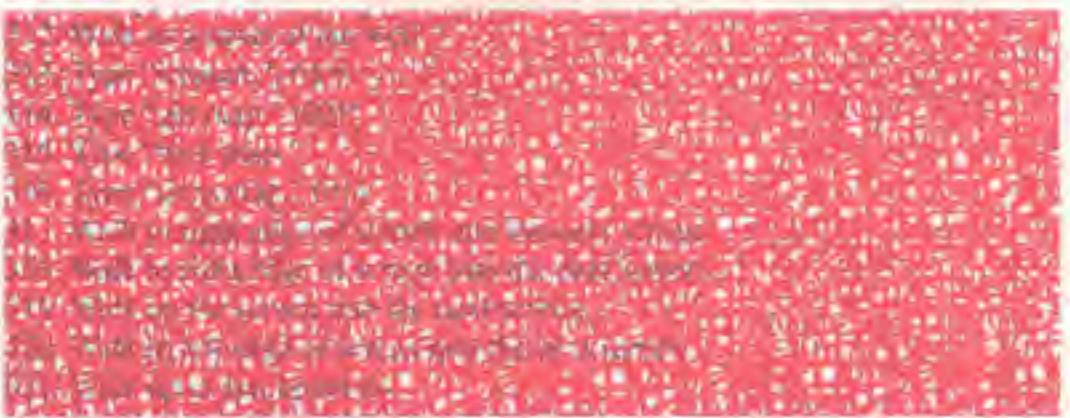
303 Walk north and left behind large rock.

304 Walk into open door on the left.

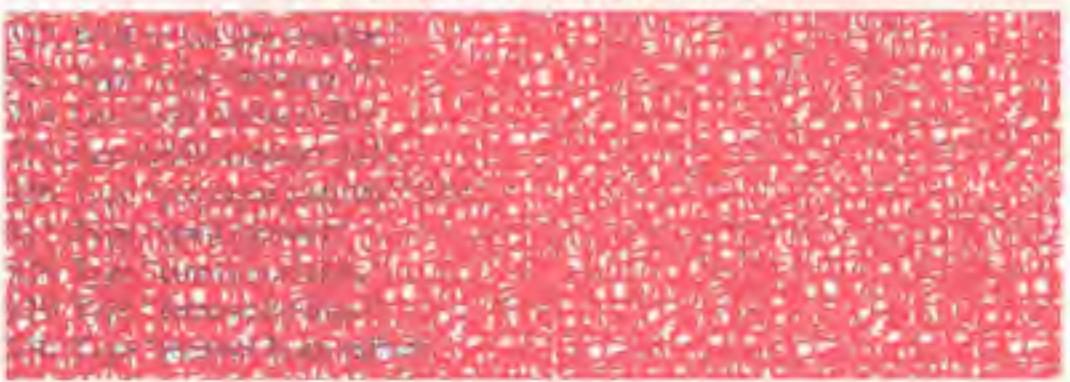
305 Type "look around"

306 Type "open crate"

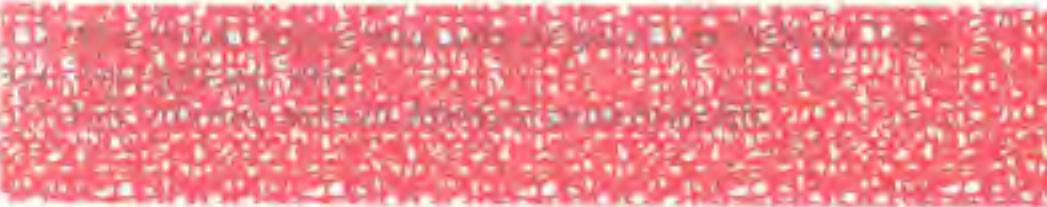
OASIS



INSIDE AGENT'S APARTMENT



INSIDE CATERING VAN



307. Type "look clothing."
308. Type "get clothes" (02)
309. Walk to right edge of screen into next screen.
310. Walk up screen into next screen.
311. Walk to left edge of screen into screen with oasis.

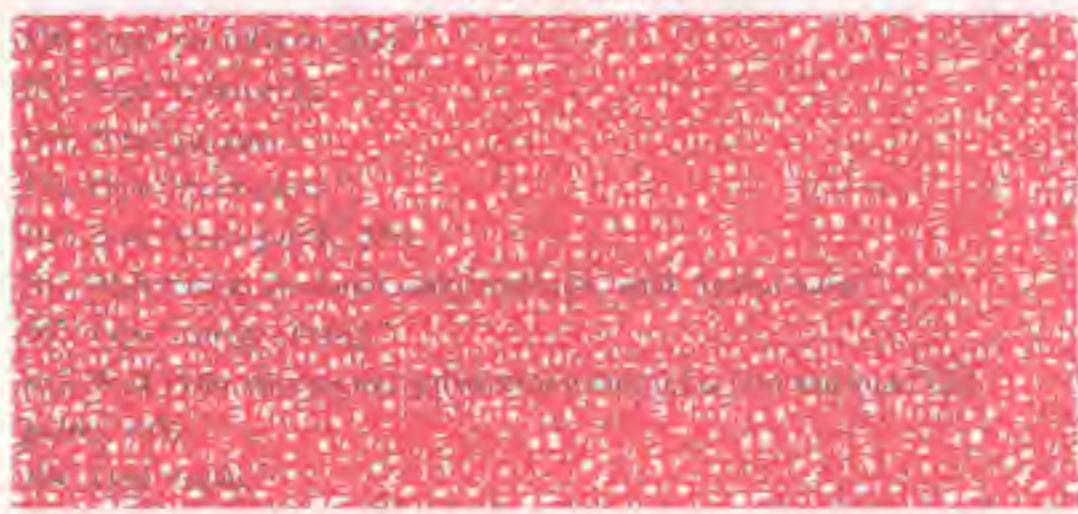
312. Walk to woman at the well.
313. Type "iceman." (01)*
314. Type "get map." (02)*
315. Type "look map."
316. Type "drop map." (01)
317. Walk to right edge of screen into the next screen.
318. Walk to right edge of screen into the next screen.
319. Walk up the screen into the next screen.
320. Walk to left edge of screen into the next screen.
321. Walk up to apartment 84.

322. Walk to kitchen counter.
323. Type "look canisters."*
324. Get small canister. (01)
325. Get middle canister. (01)
326. Type "get sugar canister." (01)
327. Type "open canister."
328. Type "empty contents."
329. Type "remove bottom."
330. Type "remove foam rubber."

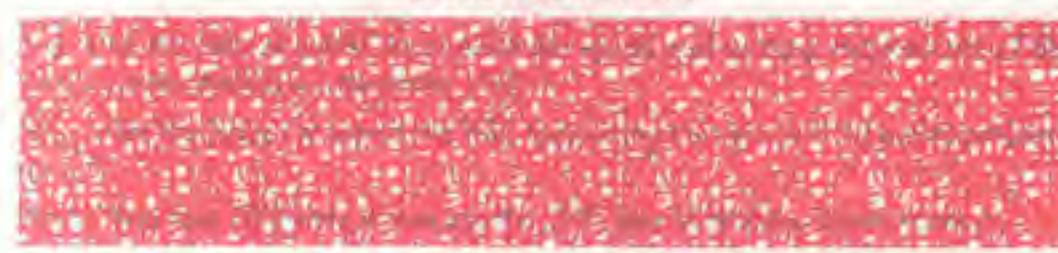
331. Type "get gun." (07)*
332. Walk to icebox and type "open icebox."
333. Type "get butter dish."
334. Type "open butter dish."
335. Type "get note." (01)*
336. Type "read note." (04)
337. While standing in front of icebox type "get tape." (02)*
338. Walk to telephone and type "look wall" (business card).
339. Type "get business card." (01)*
340. Type "look business card."
341. Type "use phone."
342. Type in "03-(20-1204."
343. Type "talk man." (02)
344. Type "use phone."
345. Type in "(3-555-8097."
346. Type "talk man." (02)
347. When caterer arrives type "open door."
348. After caterer sets platter down type "use gun."
349. Type "remove clothes."
350. Type "use tape." (03)
351. Wait until female agent enters apartment before walking out.
352. Walk out of apartment.

353. When the van stops in front of the compound type "hide gun." (02)
354. Type "get food." (01)*
355. Type "exit van" and walk Johnny to guard on the left).

HOSTAGE ROOM



MOUNTAIN CHASE



- 356. Type "put food on table."
- 357. Type "remove lid."
- 358. Type "get gun."
- 359. Type "shoot guard."
- 360. Type "shoot guard." (05)
- 361. Walk over to the Ambassador and type "tickle Ambassador."
- 362. Type "change clothes."
- 363. Walk to the unconscious guard near bottom of screen and type "look guard." (03)
- 364. Type "leave."

365. Use the "arrow keys" to control the speed and turning movements of the running man. Anticipate the turns. (10)

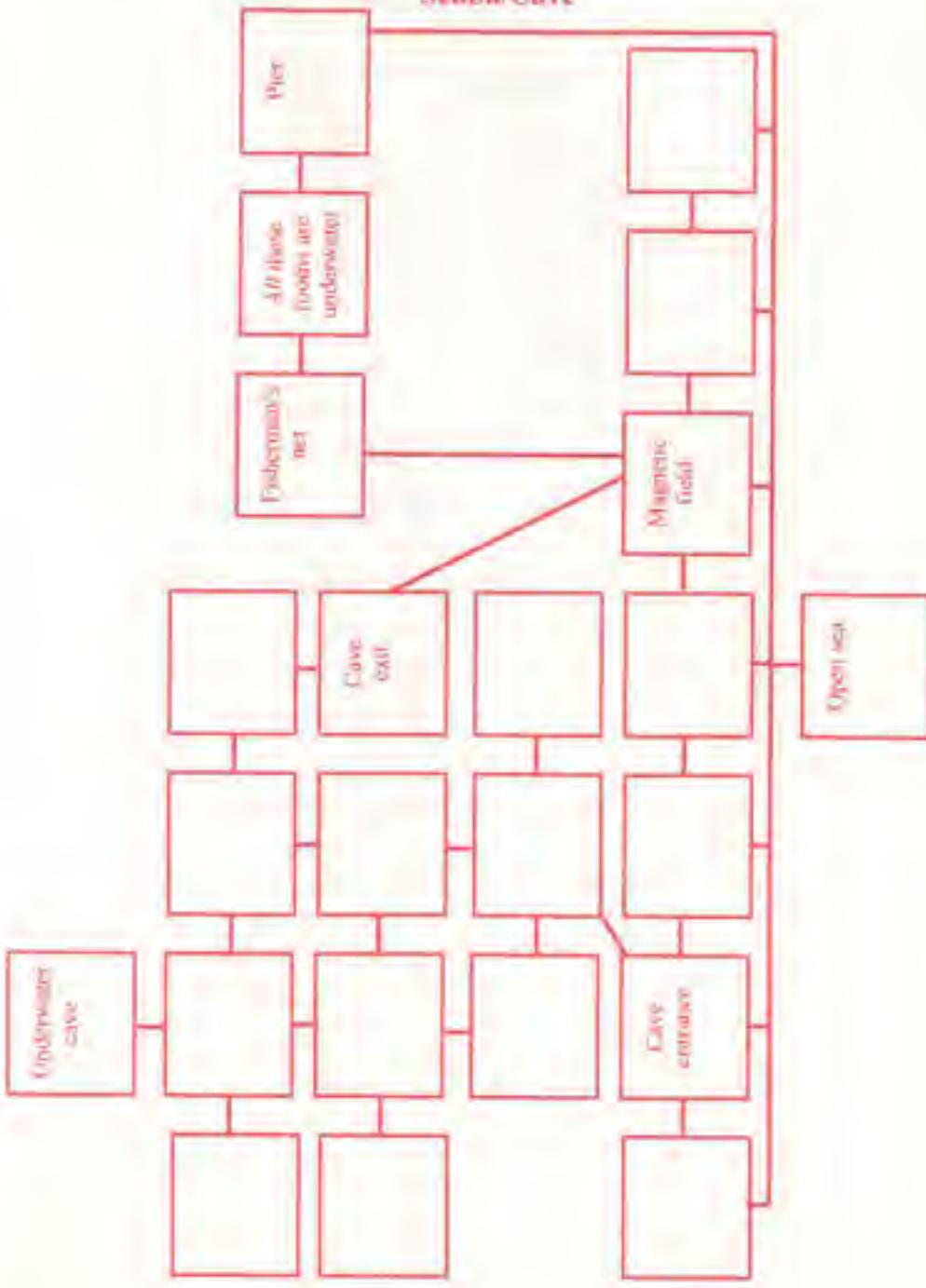
366. After reaching the top of the hill, the end-of-carousel will be under program control.

Note: You lose 10 points if you use the "F8" key to skip the chase scene.)

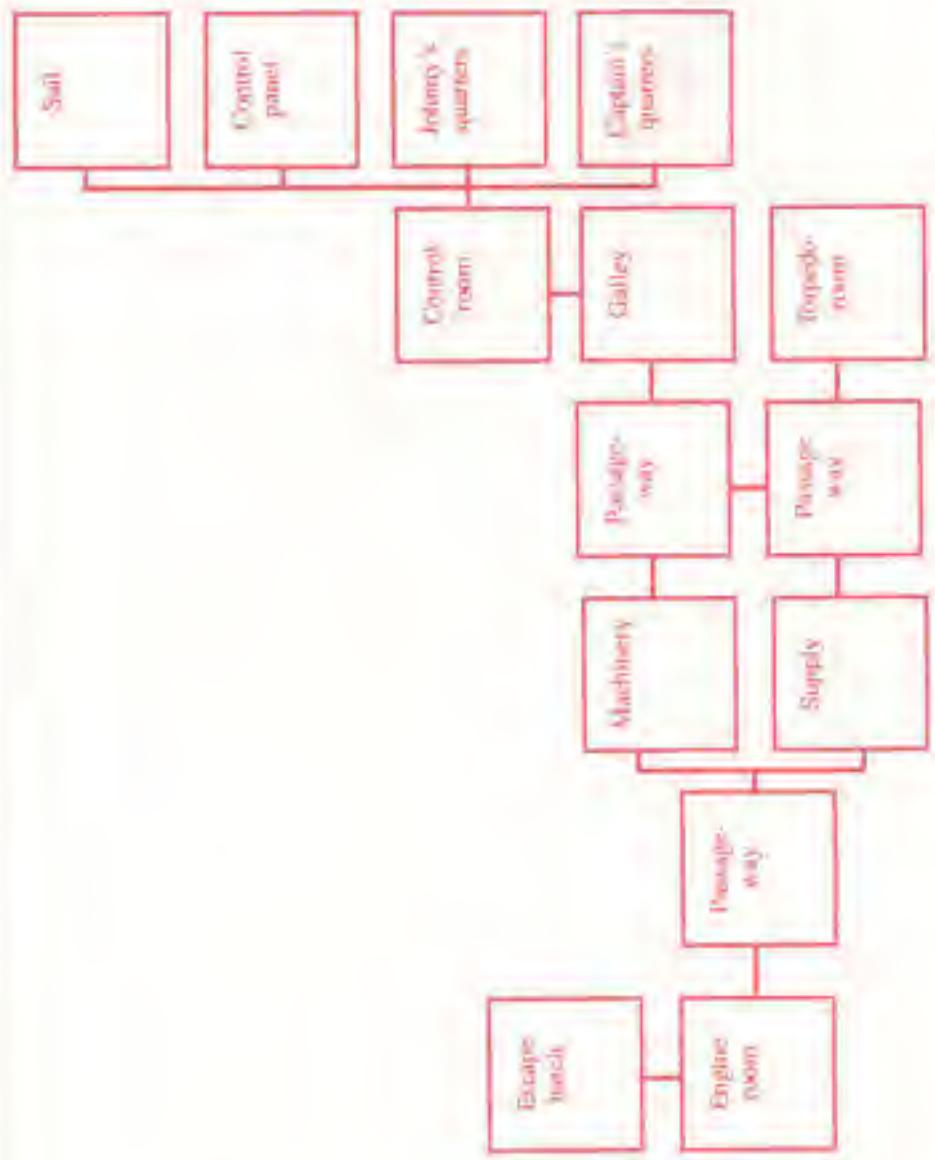
Tunisia



Scuba/Cave

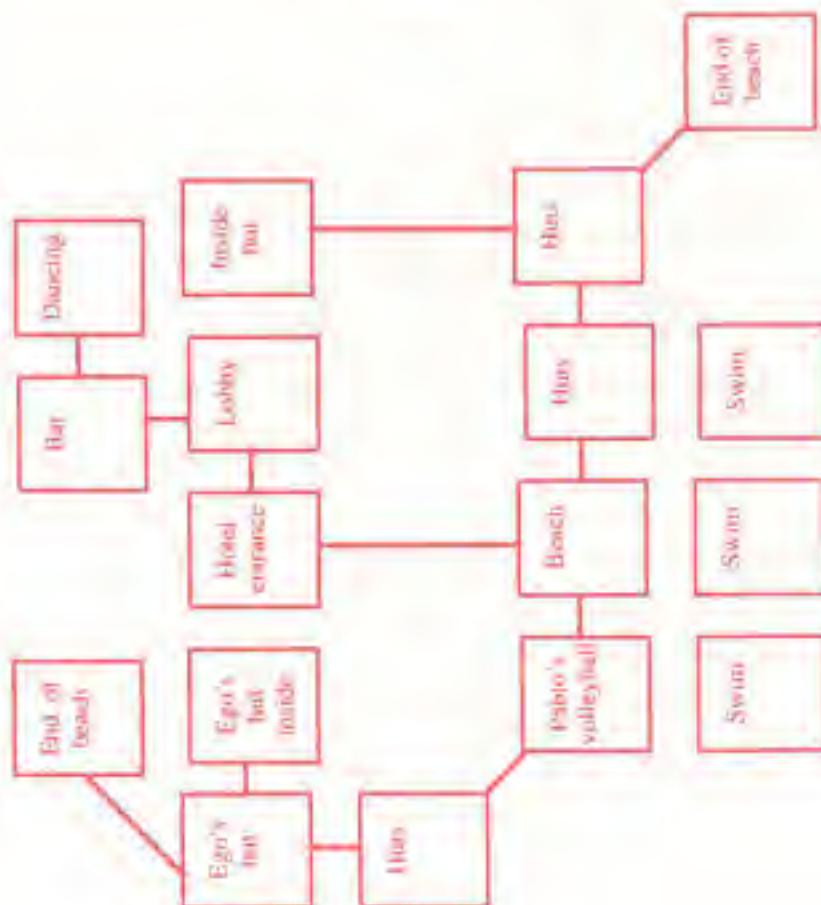


U.S.S. Blackhawk



Hawaii/Pentagon





HINT BOOK ORDER FORM

	PRICE	TOTAL
King's Quest I	\$9.95	
King's Quest II	\$9.95	
King's Quest III	\$9.95	
King's Quest IV	\$9.95	
Space Quest I	\$9.95	
Space Quest II	\$9.95	
Space Quest III	\$9.95	
Leisure Suit Larry I	\$9.95	
Leisure Suit Larry II	\$9.95	
Leisure Suit Larry III	\$9.95	
Police Quest I	\$9.95	
Police Quest II	\$9.95	
Manhunter I	\$9.95	
Manhunter II	\$9.95	
Code Name: Iceman	\$9.95	
Gold Rush!	\$9.95	
The Colonel's Bequest	\$9.95	
Hero's Quest I	\$9.95	
Complaints of Camelot	\$9.95	
7th Block Cauldron	\$9.95	

Subtotal

California residents add 7% sales tax
Minimum order requirement for sales tax

Total

(Please print)

Name _____

Address _____

City/State/Zip code _____

Phone: _____

Check method of payment (please do not send cash):

 MasterCard Visa Check enclosed American Express

Card number _____

Expiration date _____

Authorizing signature _____

Please allow two weeks for delivery. All prices include shipping and handling. Make checks payable to Sierra On-Line, Inc. Mail payment with this order form to: Hint Books, Sierra On-Line, Inc., P.O. Box 485, Coarsegold, CA 93614



ADVENTURE WINDOW

Place the red ADVENTURE WINDOW over the red patterned areas in your hint book to reveal the HIDDEN clues.

© 1989 Sierra On-Line, Inc.

000001600